

L Number	Hits	Search Text	DB	Time stamp
-	297	lavoie.in.	USPAT; US-PGPUB	2004/08/17 20:34
-	4577	(709/203).CCLS.	USPAT; US-PGPUB	2004/08/17 20:34
-	0	((709/203).CCLS.) and (game or games or gaming) and position and "flight simulator"	USPAT; US-PGPUB	2004/08/17 20:35
-	1	((709/203).CCLS.) and position and "flight simulator"	USPAT; US-PGPUB	2004/08/17 20:36
-	0	((709/203).CCLS.) and position and multiplayer near4 (games or gaming or game) and bandwidth	USPAT; US-PGPUB	2004/08/17 20:37
-	2	((709/203).CCLS.) and position and multiplayer near4 (games or gaming or game) and internet	USPAT; US-PGPUB	2004/08/17 20:37
-	0	"12" and multiplayer and position and flight near3 simulat\$	USPAT; US-PGPUB	2004/08/18 12:47
-	0	"12" and multiplayer and position and online	USPAT; US-PGPUB	2004/08/18 12:47
-	0	"12" and multiplayer and online	USPAT; US-PGPUB	2004/08/18 12:47
-	23	"12" and multiplayer	USPAT; US-PGPUB	2004/08/18 12:48
-	4	multiplayer and online and "flight simulator"	USPAT; US-PGPUB	2004/08/18 13:16
-	1	shared and object\$ and phbdr	USPAT; US-PGPUB	2004/08/18 13:17
-	3	shared and object\$ and duplica	USPAT; US-PGPUB	2004/08/18 13:52
-	108	(flight near3 simulat\$) and (multiple near5 user)	USPAT; US-PGPUB	2004/08/19 19:48
-	1	"position history based dead reckoning"	USPAT; US-PGPUB	2004/08/19 19:48
-	1	5772512.pn.	USPAT; US-PGPUB	2004/08/20 16:13
-	1	5838909.pn.	USPAT; US-PGPUB	2004/08/20 16:29
-	2026	computer and network and update and (game or gaming) and bandwidth and available	USPAT; US-PGPUB	2004/08/20 16:30
-	1535	computer and network and update and (game or gaming) and bandwidth and available and dynamic\$	USPAT; US-PGPUB	2004/08/20 16:30
-	948	computer and network and update and (game or gaming) and bandwidth and available and dynamic\$ and frequency and function	USPAT; US-PGPUB	2004/08/20 16:31
-	0	computer and network and update and (game or gaming) and bandwidth and available and dynamic\$ and frequency and function and "as a function of bandwidth"	USPAT; US-PGPUB	2004/08/20 16:31
-	0	computer and network and update and (game or gaming) and bandwidth and available and dynamic\$ and frequency and function and "as a function of available bandwidth"	USPAT; US-PGPUB	2004/08/20 16:32
-	4	computer and network and update and (game or gaming) and bandwidth and available and dynamic\$ and frequency and function and update near3 bandwidth	USPAT; US-PGPUB	2004/08/20 16:55
-	1	5983263.pn.	USPAT; US-PGPUB	2004/08/20 17:00
-	69	"refresh rate" near5 bandwidth	USPAT; US-PGPUB	2004/08/20 17:03
-	27	"refresh rate" near5 bandwidth and network	USPAT; US-PGPUB	2004/08/20 17:03
-	12	"refresh rate" near5 bandwidth and network and internet	USPAT; US-PGPUB	2004/08/20 17:06
-	11	(update near2 frequency) near5 bandwidth and network and internet	USPAT; US-PGPUB	2004/08/20 17:07